NTR-YDYP-EUR

# CRYSTAL MINES

NINTENDO DS™

tru blu GAMES

**INSTRUCTION BOOKLET**
**MODE D'EMPLOI**

NYDYPEUR1M

EmuMovies

Art. Nr. 1836649M   0210/NK

This Game Card will work only with the Nintendo DS™ systems.

Cette carte DS ne peut être utilisée qu'avec les consoles de jeu Nintendo DS™.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS system, Game Card, Game Pak or accessory. The Booklet contains important health and safety information. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this Booklet for future reference.

IMPORTANT: lisez attentivement le livret de précautions sur la santé et la sécurité séparé qui accompagne ce produit avant toute utilisation de votre Nintendo DS, d'une carte DS, d'une cartouche de jeu, ou d'un accessoire. Ce livret contient d'importantes informations sur la santé et la sécurité. Nous vous conseillons de lire attentivement le mode d'emploi avant de commencer à jouer afin de profiter pleinement de votre nouveau jeu ! Ce mode d'emploi contient également des informations sur la garantie et sur le service consommateurs. Conservez ce document pour référence ultérieure.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

IMPORTANT: utiliser un appareil illégal avec votre Nintendo DS peut rendre ce jeu inutilisable.

## CONTENT

## Introduction

Crystal Mines are loaded with riches in the form of rare crystals, but they are scattered so deep throughout the earth, that they fall within the territory of dangerous creatures that live almost near the core of the planet. The mines, though abundant with crystals, lay abandoned for many years, because the dangerous creatures have made mining impossible. Until now that is.



You are a space miner. You have heard of the legend of Crystal Mines and you have developed a remote controlled industrial mining robot, armed with unlimited reserves of energy blasters. You have decided to take on the challenge of the Crystal Mines by attempting to destroy the creatures and collect the valuable crystals. Should you succeed, you will be richly rewarded with valuable rare crystals that will make you immensely wealthy, and by having conquered it, you will become part of the legend that is the Crystal Mines.

## Crystal Mines

The object of Crystal Mines is to send your remote controlled robot deep underground to blast through the mines and collect the number of valuable crystals that appear in the quota in the bottom right corner of the lower screen within the time limit that appears in the top right corner of the lower screen. It is possible to increase your riches by collecting more crystal than is required to finish the level, just be sure that you remain within the time limit, or all will be lost and you must start that level again.

The colour of the crystals determines their value. The white crystals are the most valuable and the yellow the least. Remember this as you guide your robot through the mines.

In order to successfully complete a level, you must dig your way through the mines, blasting away any rocks that block your path with the robot's energy blasters by pressing the A Button on the keypad. Soft dirt is lighter in colour and does not need as many blasts to clear as the darker hard dirt requires.

Throughout the mines you will encounter dangerous creatures. You may choose to protect yourself from them with your energy blaster.

Whilst exploring the mines your robot will stumble across packets of explosives left behind by the original miners that had tried to conquer the Crystal Mines, but failed. These can be collected and used by the robot to blow up rocks or creatures that are made of more solid rock and are too hard for the energy blaster to penetrate. Press the B button on the keypad to plant an explosive, but be careful to move out of the way of the blast.

Pipes laid by the original miners who long ago perished in the mines are now being used by the very creatures that brought about their demise. Objects can be pushed into the pipes, and slide out the other end, sometimes transformed into something else, like crystals.

Boulders, crystals and some rocks may be pushed around and used to block a creature's path. Better yet, drop a boulder on top of a creature's head and it will be destroyed, but be aware that boulders can also cause damage to your robot if they drop on it. Careful - dormant creatures might be mistaken for boulders, and if fired at, they awake and unleash their fury.

Working so far underground can be complicated as your robot is exposed to unusual conditions and changing gravitational forces. Make sure that crystals, rocks and boulders are supported or they will fall and crush all in their path. Be careful of mines that contain gravity switches which might affect the direction of gravity. Use the gravity indicator in the bottom left corner of the lower screen to guide you, if you stumble across such a mine.

Some levels don't contain enough crystals so you will need to find a way to create them. Once your robot has reached the quota of crystals it must collect, the screen will flash and music will signal that the exit circle has opened up in the mine. Your robot can slide into the exit circle to leave the mine, transform the riches that were collected into reward points and progress onto the next level.

While exploring the mines you may uncover hidden items that will add to your wealth, or help you finish the level. Discover hidden power ups which provide your robot with a boost of special powers. Uncover hidden bags of precious metals to earn thousands more points at the completion of the level.

There are 264 standard levels, however for the truly elite there are many additional hidden bonus levels to find and conquer. The further you progress within the mines, the more complex and terrifying are the challenges you will face. As you make progress, you will learn from your mistakes and gain knowledge of how best to mine the crystals and overcome the obstacles and enemies that you are faced with.

## Controls

| +Control Pad: | Change the currently highlighted menu item. |
| A Button: | Select or accept the current menu item. |
| B Button: | Cancel the current menu item. |

### In Game Controls

| +Control Pad: | Move your robot up, down, left, right and diagonally. |
| A Button: | Fire energy ball cannon. Hold this button for auto-fire. |
| B Button: | Plant a timed explosives charge. (Only works when you have some timed explosives to use). Also deactivates the View Map power-up. |
| START: | Pause the game and display the Pause Menu. |
| SELECT: | Activate the View Map power-up. (Only works when you have the View Map power-up.) |

## Getting Started

Make sure your Nintendo DS system is turned off. Insert the Crystal Mines Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

Turn the power on. **The Health and Safety Screen** shown to the right will appear. Once you have read it, touch the Touch Screen.

When using a Nintendo DSi system, simply touch the Crystal Mines icon to start the game.

When using a Nintendo DS/DS Lite system, touch the CRYSTAL MINES Panel to start the game. If the Nintendo DS/DS Lite system's **Start-up Mode** is set to AUTO MODE, this step will not be necessary. For details, refer to the Instruction Booklet for your Nintendo DS/DS Lite system.

**NOTE:** "Nintendo DS system" is a catch-all term which is used to refer to the original Nintendo DS, the Nintendo DS Lite and Nintendo DSi systems.

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Instruction Booklet of your Nintendo DS system.

### Game Profiles

Crystal Mines has three profiles to save the game progress. Each profile shows the level it is up to in the game. Profiles can be accessed on the Select Profile Menu which appears after the Title Screen or from the Main Menu by pressing the B Button to go to the Mode Select Menu, then B Button again to go to the Select Profile Menu.

### Selecting a Level to Play

Choose "Levels" from the Main Menu. Select a level by pressing Up or Down on the +Control Pad, then press A Button to accept the level and start playing.

When you play Crystal Mines for the first time only "Level 1: Down in the Dirt" will be unlocked and playable. A padlock icon signifies that a level is locked. The padlock icon disappears once the level is unlocked. A tick icon appears once a level is completed. Return to completed levels and try to improve your highest score and time or search for hidden exits which you may have overlooked the first time!



SELECT LEVEL

EASY TRAP OF DOOM ✓
ROCK AND ROLL
BOMBS A PLENTY

B BACK                    ACCEPT A

### Game Interface

When playing the game, action takes place on the upper screen and game information appears on the lower screen.

### Lower Screen

1. Liquid Proof – Drive over any liquid. Time limited.
2. Buzz Saw – Cut through dirt and some rocks. Time limited.
3. Super Cannon – Shoot explosive energy balls. Time limited.

*The following powerups last until your robot dies or completes the level.*

4. Shot Range Increase - Increase shooting distance.
5. Shot Rate Increase - Increase shooting speed.
6. Time Increase – Increase time.
7. View Map – Pause game and view map.
8. Boulder Proof – Falling boulders cannot harm you. Time limited.
9. Explosion Proof – Explosions cannot harm you. Time limited.
10. Creature Proof – Creatures cannot harm you. Time limited.
11. Radioactive Proof – Radiation cannot harm you. Time limited.



Explosives Left | Time Left
002 | 09:38

1. Liquid Proof                    8. Boulder Proof
2. Buzz Saw                        9. Explosion Proof
3. Super Cannon                   10. Creature Proof

Powerups                          11. Radioactive Proof

4,080 | 0046

Crystal quota to be filled for the level

4. Shot Range Increase | Gravity Indicator | 5. Shot Rate Increase | 6. Time Increase | Score, Level Name & Number | 7. View Map

## Environment – General
### Dirt

Soft Dirt – Destroyed with one shot.

Hard Dirt – Destroyed with two shots. After one shot it becomes soft dirt.

### Boulders - Some can be destroyed, others change gravity when shot.

Soft Boulders - Destroyed when shot.

Hard Boulders - Destroyed by being blown up.

Explosive Boulders - Explode when shot.

Radioactive Boulders - Cannot be destroyed. If shot, the energy ball will rebound and may harm the Robot. Touching a radioactive item will destroy the robot

Impervious Boulders - Cannot be destroyed.

Fixed Boulders - Cannot be moved or destroyed.

Green Slime Boulders - Have upwards gravity forcing it to move upwards. Turns into a Slime Block when shot. Shooting it will cause it to change back.

Pink Slime Boulders - Have downwards gravity forcing it to move downwards. Shooting it will cause it to change from one form to the other.

## Blocks
Can be pushed around in any direction and won't fall like boulders.

Soft Blocks - Become Soft Boulders when shot.

Hard Blocks - Become Hard Boulders when blown up.

Explosive Blocks - Explode when shot.

Radioactive Blocks - Turn into Radioactive Boulders when blown up. As with all radioactive items, if the robot touches these it will eventually be destroyed.

Impervious Blocks - Cannot be destroyed.

Lava Blocks - Turn into Crystals when blown up. If shot they will turn into lava.

Mud Blocks - Turn into Crystals when blown up and are destroyed when shot.

Slime Blocks - Become Slime Boulders when blown up. If shot they become slime again.

## Rocks

Soft Rock - Becomes Soft Blocks when shot.

Hard Rock - Becomes Hard Blocks when blown up.

Explosive Rock – Explodes when shot.

Radioactive Rock – Becomes Radioactive Blocks when blown up. As with all radioactive items, if the robot touches these it will eventually be destroyed.

Impervious Rock - Surround every level. Shooting at the Impervious Rock around the outside of the levels may uncover hidden power-ups or open up new areas of the level.

Fake Impervious Rock 1 – Looks like Impervious Rock. Destroyed when shot at.

Fake Impervious Rock 2 – Looks like Impervious Rock. Destroyed if shot 2 times.

Safe Rock - Cannot be destroyed. The robot can hide behind it.

Impervious Tar - Made from tar that has been blown up. Cannot be destroyed.

## Other Items

Black Hole - Anything that falls into it will disappear, even crystals.

Exit Circle – Flashes the screen and only appears when the crystal quota becomes zero. It is sometimes hidden and will need to be found.

Gravity Switch - The Arrow points in the direction gravity could be going. Bump into it to change the gravity flow to that side.

Mesh - Cannot be moved or destroyed. Enemies and the robot can move through it but boulders and blocks cannot.

Silver Pipes - Used to channel rocks and/or enemies. What goes in one side comes out the other side.

Orange Pipes - Can change rocks into crystals.

Crate Left Right /Up Down – Push to crush creatures or use it to lift rocks or boulders.

Prison - Invisible until the robot enters it and is locked in for a few seconds. During this time the robot cannot move, shoot or do anything!

Arrows - Move in the direction they are pointing. Can be pushed but will destroy the robot if it gets in the way of the moving block.

Square Up/Left/Down/Right - Only allow movement through them in the direction they are pointing.

Switch - Used to change the direction of the Square up/left/down/right blocks.

Robot - Remote controlled hi-tech advanced piece of equipment used for mining. The robot runs into all the pitfalls while you sit in comfort.

## Environment – Pick Ups

**Crystals** - Crystal quota shows how many crystals are required to complete the level.

Yellow Crystal - 1 crystal quota point.

Purple Crystal - 3 crystal quota points.

Green Crystal - 5 crystal quota points

Red Crystal - 7 crystal quota points.

White Crystal - 10 crystal quota points.

**Precious Metals** - Gain extra points by finding these hidden behind blocks and boulders.

Copper - 5,000 points.

Silver - 10,000 points.

Gold - 25,000 points.

**Power-Ups** - Make the robot stronger. Either temporary or last the whole level.

Buzz Saw - Attaches a large saw to the robot which cuts through dirt and some rocks.

Super Cannon – Turns energy ball shots into an explosion when it hits an object.

Boulder Proof - Stops robot from being crushed by falling boulders. Temporary.

Explosion Proof – Robot is not damaged by explosions.

Creature Proof - Creatures cannot destroy the robot. Temporary.

Radioactive Proof - Stops the robot from becoming radioactive and will repair a robot that is infected with radiation.

Liquid Proof - Robot can drive over any liquid form.

Shot Range Increase - Increases the distance at which energy balls are fired.

Shot Rate Increase - Increases the speed at which energy balls are fired.

Extra Time - Adds additional time to the timer (top right of lower screen).

View Map - Freezes the game and allows viewing of the map. Move around the map with the +Control Pad. Deactivate by pressing the B Button.

**Explosives**

Explosives & Detonators - Collected and used to tunnel through the mines. Press the B Button to place a detonator and bomb will explode in three seconds. Shooting the detonator will make it explode instantly.

**Bouncers** - Move horizontally and vertically. Will destroy the robot if it touches them. Destroyed by hitting with blocks or boulders.

Blue Bouncers – Will not react when shot. Cannot be blown up.

Green Bouncers - Will pause for a moment when shot. Destroyed by explosives.

## Crystal Creatures

**Crystal Creatures** - Will destroy the robot if they run into it. They come in different colours and turn into crystals of the same colour when blown up.

## Fireballs

**Brown Fireballs** - Move at medium speed, bouncing around in diagonal lines. Cannot be shot but explosions will destroy them.

**Red Fireballs** - Move at a fast speed, bouncing around in diagonal lines. Cannot be shot and explosions will only slow them down.

## Rock Creatures

**Soft Rock Creature** – Destroyed by being shot, bombed or by a boulder dropped on it's head.

**Hard Rock Creature** – Destroyed by bomb or by a boulder dropped on it's head.

**Exploding Rock Creature** – Explodes when shot or near the robot.

**Radioactive Rock Creature** – Destroyed by explosives.

**Impervious Rock Creature** – Destroyed by a boulder dropped on it's head.

## Spinners

**Blue Spinner** – Can be trapped, blown up or shot at to change it's direction.

**Red Spinner** – Can be trapped or shot at to change it's direction.

## Enemies

**Gas Creature** - Found on only a few levels, they move towards the robot. Can pass through dirt but not impervious rocks, blocks or boulders. Destroyed by explosives. Shooting will merely stun it for a moment.

**Dropper** - Only strikes if robot is in its path. Moves up, down left or right in the direction of the robot until it hits a wall, where it will wait for the robot to walk into its path again.

## Liquid Creatures - Stay near their own liquid. Destroyed by explosives.

**Mud Creatures** - Can move over Mud or empty space.

**Slime Creatures** - Can move over Slime or empty space.

**Tar Creatures** - Can move over Tar or empty space.

**Lava Creatures** - Can move over Lava or empty space.

## Liquids – Spreads and can eat through dirt.

**Mud** - Spreads rapidly. Turns into a Mud Block when shot. Creates an Explosive Boulder if it touches Slime liquid. Creates a Soft Boulder if it touches Tar.

**Slime** - Similar to Lava. It will grow in the direction you shoot it from. Turns into Slime Blocks if blown up.

**Lava** - Spreads very slowly. It will grow in the direction you shoot it from. Turns into Lava Blocks if blown up. Creates a Radioactive Boulder if it touches Slime. Creates an Impervious Boulder if it touches Tar.

**Tar** - Spreads very quickly. Destroyed when shot. Beware - turns into Impervious Tar that cannot be destroyed if exploded.

## Quick Reference

To complete a level you must collect the required quota of crystals (bottom right corner of lower screen) and step into the Exit Circle (appears when you have met your quota) within the time limit (top right corner of lower screen).

Collect crystals or hidden bags of precious metals as you pass through them. Dig through the mine and destroy rocks that block your path by pressing the A Button. Hard dirt or rock requires multiple blasts to get through. Be careful of aggressive dormant creatures that resemble boulders.

Collect explosives and use them to blow up rocks or creatures that are too solid to be shot. Press the B button to plant an explosive and move away from the blast during the time delay. Shooting an explosive will set it off immediately.

Push moveable objects to block an enemy's path or drop it on their head and destroy them.
Do not touch radioactive objects or they will destroy your robot.

Use the pipes to change boulders into crystals. Some blocks may change their form when shot or blown up. Use the gravity indicator (bottom left corner of lower screen) to guide you when you encounter unusual gravity conditions, or use a gravity switch to change it.
Uncover and collect items hidden behind boulders or in fake rock that surrounds the mine to boost your powers or wealth within that level.

If you become trapped or cannot reach your quota, exit and restart the level by pressing Start Button, Selecting Quit, Selecting Yes, then selecting Resume.

Keep yourself and crystals away from black holes. The rest you will learn as you come across it. Now hurry ... your robot awaits your instructions.

## The PEGI age rating system:

Age Rating categories:

Les catégories de tranche d'âge:



**Note:** There are some local variations!

**Note:** Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

### http://www.pegi.info

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## 12 MONTH WARRANTY FOR NINTENDO DS™ (GAME CARD)

The benefits conferred by this warranty are in addition to all other conditions, warranties and statutory remedies in respect of this NINTENDO DS™ GAME CARD (GAME CARD) which the consumer may have under the Trade Practices Act 1974 (Commonwealth) and/or similar State, Territory or Country Laws.

Home Entertainment Suppliers P/L (HES) warrants this GAME CARD to be free from defects in materials, workmanship and manufacturing to the original purchaser for a period of **twelve months** after the date of purchase and upon presentation of purchase receipt.

1. HES will, at its option and subject to the terms and conditions stated below repair or replace free of charge this GAME CARD or any component part, which upon examination by Home Entertainment Suppliers P/L is found to be defective in materials, workmanship or manufacturing.

2. This Warranty shall not apply:
   a) If the GAME CARD has been subjected to misuse, abuse, accident or want of care.
   b) If the GAME CARD has been modified and/tampered with.
   c) If a repair has been made or attempted to the GAME CARD by the purchaser or their agent.
   d) If the unit fails due to causes unrelated to defective materials, workmanship or manufacturing.

3. The following are not covered by this Warranty:
   a) Liquid/Moisture damage;
   b) Dirty/Contaminated edge connector;
   c) Wear and tear.

4. HES does not accept any liability pursuant to this Warranty for any consequential damage or economic loss whether direct or indirect, to any person or property, arising from breakdown or failure of this GAME CARD.

5. HES'S liability under this Warranty is limited to the lesser of the replacement cost or repair cost of the GAME CARD.

This Warranty is given by HES and no other person or organization is authorised to vary its provision and conditions.

Before returning a GAME CARD for service: Visit our web site **www.trublu.com.au** OR Contact **Home Entertainment Suppliers P/L Customer Service** on +61 2 9533 3055 (standard call rates apply) for warranty and all other general enquiries. Hours of operation 8:30am to 5:00pm M-F (EST).

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